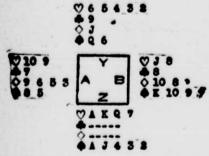
W. B. Orr's Bridge Composition One Calculated to Catch HOW HIGH IS THIS TOWER?

Instructive Exercises for the Checker Player to

the Unwary.

Study.

Bridge problem No. 274 was composed by one of the old guard among the solvers of The Sun problems, William B. Orr, and it is a position that would be likely to catch any one napping, as a very strong defence is established against the apparent solution on the very first trick. Here is the distribution:



Clubs are trumps and Z is in the lead.

A and Z want eight tricks out of the line against any defence. The solution is for Z to start with one

The solution is for Z to start with one f his top hearts, and the best defence for B to give up the jack of hearts he very first trick.

If B does not make this play Z can ad his seven of hearts for the second.

card his seven of hearts for the accord trick, and no matter what suit or what card B leads Y gets in, either on that trick or the next, and on Y's play of the best club and the best diamond Z gets rid of his two high hearts, so as to un-block the suit for Y's three small hearts. Unless B led his king of spades the last

the club suit plays no part in the solu-tion that would lend one to look for chance to ruff. That any one could find solution other than the right one might

Z leads a high heart and B keeps the Z leads a high heart and B keeps the Jack. Another high heart followed by the Jack of spades, which B wins and leads a diamond. Instead of discarding the ton hearts Z lets go the spades on the diamond and the club. The spade queen follows. Then Z wins the heart and makes the spade ace and the heart

ven. This is simplicity itself. The only de- move we get: in it is that B is not obliged the lead in spades so early. save the lead in spaces so early. Another equally sinnle solution, sent in by several, was to start with the spade jack. B wins and leads the suit right back. This goes to Y, who leads the c'ub and diamond, on which Z gets rid of the small spades, making his ace of spades and four hearts good for the remaining and four hearts good for the remains

This is faulty, but not for the same eason. If B ducks the spade jack, Z can lead the heart and if B drops the ack, Z can lead the ten spade and then he small heart, which looks I be a double solution. But B does not drop the heart fack in this case, and if Z tries the small heart he is thrown back into the lead with the king of spades. Now A can

ruff spades and B can ruff hearts.

Correct solutions from:

C. H. O'Connor. Charles M. Root, E.

COULD NOT SLEEP

Bleck and Face Badly Affected. Festered and Came to Head. Caused Much Disfigurement. Cuticura Soap and Ointment Entirely Cured.

P About two months ago pimples broke out on my face. They itched so badly that I began scratching them until they bled. They soon multiplied unaffected with them. The pimples festered and came to a head. I began to grow restless. They itched so badly that I could not

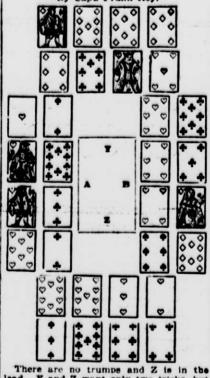
sleep at night. They also caused me much disfigurement. "I bought many remedies but they were useless. I read the advertisement

of Cuticura Soap and Ointment and bough a cake of Cuticura Soap and a box of Cuti-cura Ointment. I applied them twice a day, first washing with the Soap and hos water, and then applying the Ointment. In two weeks I was greatly relieved and in two months I was entirely cured." (Signed) Retain your good looks, keep your skin

clear, scalp clean and free from dandruff, bair live and glossy, hands soft and white, nalls sound and shapely. Cuticura Soap. with an occasional use of Cuticura Ointment The promote and maintain these coveted roaditions in most cases when all else falls. Besides in purity, delicate medication, conventence and economy, they meet with the approval of the most discriminating. Sold by druggists and dealers throughout the Liberal sample of each mailed free. with 32-p. Skin Book. Address post-card

tar Men o shave and shampoo with Cu-

McMartin, J. W. Wortz, Harris Burg, C. F. Johnson, D. A. W. and C. M. Hooper. Here is something that looks as if it might keep them guessing a few minutes: BRIDGE PROBLEM NO. 276.



Those defences which are important should be thoroughly covered in order to obtain credit for solutions. The distribution of the cards is as fol-

lows:

Y has the king five of hearts, seven of clubs, fack nine eight seven six of diamonds, no spades.

A has the ace queen jack eight of hearts, ten three deuce of clubs, deuce of spades, no diamonds.

B has the seven six four of hearts, eight five of clubs, queen ten of diamonds and six of spades.

Z has the ten nine three deuce of hearts, nine six four of clubs, three of spades, no diamonds.

CHECKER ENDINGS

white to play and draw. The solution was the moves already found for defending against the win in 271; either 18—16 dack of spades, so as to make Y's queen. This compels Z to pull A's remaining spade and then put him in with a heart, so that A shall be forced to lead a suit that Y can win.

White to play and draw. The solution was the moves already found for defending against the win in 271; either 18—16 dack of spades, so as to make Y's queen. This composition of the second for reentry. B ducks the jack, so as to make Y's queen. This compels Z to pull A's remaining spade and then put him in with a heart, so that A shall be forced to lead a suit that Y can win.

Whichever suit A leads Y takes the trick and leads the other suit, giving Z two discards, on which he gets rid of the two remaining high hearts. Unless these two discards can be secured in some way the problem cannot be solved.

There are a number of variations that meet wesker defences, such as when B wins the spade jack with the tick. This allows to give in on the spade queen and give Z the essential discards.

As will be seen the problem might just as well have been no-trumper, as the club suit plays no part in the solution that would lead one to look of chance to ruff. That any one could find gostion. The distribution of the solution other than the right one might in the spade queen and give as a suit that would lead one to look for chance to ruff. That any one could find gostion. The distribution of the solution other than the right one might in the spade gueen and give as a suit in the solution of the fullest advantage from a win.

Shall be seen the problem might in the solution of the fullest advantage from a win.

Shall be seen the problem might in the solution of the fullest advantage from a win.

Shall be seen the problem of the fullest advantage from a win.

Shall be seen the problem of the fullest advantage from a win.

Shall be seen the problem of the fullest advantage from a win.

Shall be seen the problem cannot be solved.

Shall be seen

Black men on 7, 16, 20 and 22; no kings. White men on 23, 27 and 31; king on 6. White to play and win. Here are the moves that solve:

	PILITY C	BOLLE		
White.				Black.
6- 2			A	7-11
2- 7			B	22-25
23-18		1		25-30
27-23				30-25
7 3				25-22
31-27				22-15
3 8				

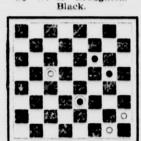
(A) If black plays 7-10 for his first 27-24

Now, . black does not play 16-20 the man on 16 is gone, and if he does 7—10 wins two for one.

(B) If black plays 11—15 for his sec-

W. Warwick, John Ryan, O. H. Boston,
J. H. Noremac, J. P. Goss, J. J. F. Bronx,
P. Meisner, H. Atlas, John Daly, Alexander B. Hill, I. S. Spector, Harris Burg,
J. G. Wilkinson and M. E. Ford

the cracks to solve. Is No. 274 a dual, both solutions being correct, or is the second solution unsound? thing he will think of. The trick is to make a bid that will force the fourth hand to take it out, but at the same time



The distribution of the pieces is: Black men on 11 and 16; king on 23. White men on 28 and 32; king on 14.

THE WINDING WIRE.

Here is a little problem which does not require the mere statement of the solution so much as the demonstration that the solution must be correct.

an Annoying Situation

Is Handled.

During the Women's Whist Congress, which met in this city a week ago, there was abundant opportunity to discuss various problems with players from many and widely separated parts of the country, especially with regard to two of the most prominent points to which the attention of the card playing public is at present directed. These are the future of the nullo and the standing of the high spade bids.

The fate of the high spade bids seems to be sealed, the general opinion being decidedly against any system of bids which uses the name of one suit to indicate the holding in another, such as three spades to show long weak hearts and five or six spades to show various combinations of hearts and no trumpers.

So far as the nullo is concerned, the indications are that in spite of a lull in its popularity it is coming back, and is to stay wherever it has had a fair trial Manufacturers everywhere are altering their score pads to take in the new count, which seems to have settled down at ten a trick, no honors, and all the recently published text books not only describe the fullo but give some hints as to how to full but give some hints as to how to full but give some hints as to how to fullous give some hints as to how to fullous the spades. The drop enabled him to count Z's hand for three guilous gives the fullous that sand and ruffing with the count Z's hand for three guilous gives hand for three grades. The drop enabled him to count Z's hand for three guilous gives hand for three grades with and onto instinctions out of the count. Z's hand for three guilous gives hand for three grades with the question and the sound and unfing with the three of spades. The drop enabled him to count Z's hand for three guilous gives hand for three guilous gives hand for three grades and the sound and crifting with the three of spades. The drop enabled him to count Z's hand for three guilous gives hand for three grades and suntant nothing

published text books not only describe the nullo but give some hints as to how to

check or the next, and on Y's play of the best club and the best diamond Z gets rid of his two high hearts, so as to unblock the suit for Y's three small hearts. Unless B led his king of spades the last trick is made with Z's ace.

But if B throws in the jack of hearts at the start Z cannot afford to lead the small heart, because A would be in the lead and would come through Y with a spade. This would either give B the spoond trick at once or force Z into the lead, allowing B to make several spade tricks later.

Z's play is to drop the heart attack

CHECKER ENDINGS.

CHECKER ENDINGS.

Those who tried out the various possibilities of No. 271 soon discovered that if black began with 7—10, either 29—25 or 18—14 would draw for white. The first would force 30—26 from black, the second 10—17, and white would then make the other move. This practically disclosed the intended solution to No. 272, so the problem was restated as follows:

Black men on 10 and 21, king on 30.

White men on 18, 24 and 29, no kings.

White oplay and draw. The solution was the moves already found for defending against the win in 271; either 18—14

White to play and draw. The solution was the facts correctly before him, and was the moves already found for defending the facts correctly before him, and was the facts correctly before him, and was the facts correctly before him, and was the facts correctly before him, an

mon sense is of no use unless the person has the facts correctly before him, and unless one knows the reasons that actuate others it is impossible to analyze their

are already firmly established as mean-ing something else.

One of the more common of such situ-

ations and certainly one of the most an-noying is for the second hand to find himself with a no trumper which he cannot declare because the dealer has just bid the suit in which the no trumper is defenceless. That this situation is a commen one every player must admit, but the rubber game, Z bid a diamond that there is any satisfactory way to meet it every player must deny.

the rubber game, Z bid a diamond cards which would have justified a trumper at any other score. A did

meet it every player must deny.

Observation would seem to indicate that there are three ways out of the difficulty. One is to pass and see what happens, hoping to save the game if the dealer's declaration is left in, or to make a supporting bid if the partner shows any sign of life as fourth hand. Another way is to call something that will make the partner show his hand.

The objection to the first of these plans is that there is little probability of either.

Yeld his to did not through a did not like to call three spades with only two of that suit in his hand, neither did he see any use in bidding two clubs, so he took a chance on B's stopping the diamond and the play over the hand that is expected to stop the suit.

Yeld his top diamond and the play over the hand that is expected to stop the suit.

Become solution unsound?

Here is another of these endings, the study of which will do more than anything else to strengthen the beginner's stop the dealer's suit.

By W. H. Broughten.

Black.

By W. H. Broughten.

Black.

Black.

By W. H. Broughten.

Black.

Black.

But as this has nothing to do with the spade suit itself, it is clearly a private convention, useless in the absence of a previous understanding with the partner as to its meaning, and therefore probleden in almost every card club of good standing. card club of good standing.

Here are some examples of the way the situation is handled. These deals were all

played in local clubs. 0 0 0 7 0 O 10 8 A B 0 7 4 O 5 4 2 O 4 10 7 5 9 5 2 4 X 10 6 5 5

STRATEGY IN BIDDING

AT ROYAL AUCTION

AT ROYAL AUCTION

To be better to let the club alone and set it for 50 points.

If A bids the diamond B will leave him in, as that is his best suit for a trump. He has no legitimate takeout for the reason already given—A has all the high cards in the pack outside of clubs. At diamonds A would make four by cards if he played the hand very well, but he could easily make two only if he ruffed the third round of clubs with the queen and led two rounds of trumps and a heart, added to Z's two clubs.

In the actual game A called three spades, simply to force his partner to take him out. Much to his astonishment Y stepped in and bid the no trumper. This is a fairly safe bid if the spades are led up to him and Z has enough clubs to hold the penalties down on the rubber game. The bid also forces B to two royals if he wants to get the play.

B figured the situation out correctly. He knew his partner would never overcall

B figured the situation out correctly. He knew his partner would never overcall a club with three spades unless he had

with the three of spades. The drop en-abled him to count Z's hand for three more clubs and either a diamond or only play it.

But when it came to a discussion of the general principles of the game of auction as we know it to-day, it was almost everywhere acknowledged that the game was the chance, although it was the only hope to win the game.

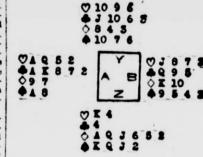
B led the diamond and Z ruffed. The clubs forced B's last trump and Y saved would review the more common situa-tions of the game and state clearly the conventions that should govern them.

It is all very well for the conventions that should govern them. with the eight and made three more clubs, setting the contract for 50 points. Had B led a third round of trumps after winning with the ten, Z would have been in the lead to force B's last trump with the clubs and Y would have saved the game with a heart or a diamond, according to

A's discards.

It will be found that if Y does not give up the nine of trumps, B will take the chance that they are divided and lead a third round, dummy discarding a diamond. Y cannot force B's last trump, but must lead a red suit, naturally a diamond. This puts A in to lead three rounds of hearts, ruffing out the suit with B's last trump and reentering with the diamonds, winning the game and rubber.

Here is another way of handling this



The score being 20-0 in his favor on

ond move we get:

31-26
31-26
7-10
31-24
10-28
This is very pretty, almost as decisive as the trunk line ending.
Correct solutions from:
B. B. Mulvey, James Hyland, George A. Zander, James Murphy, P. J. McManus, A. W. Warwick, John Ryan, O. H. Boston, W. Warwick, John Ryan, O. H. Boston, and will stop the suit before it goes far enough to say the game or set the contract for three tricks.

The objection to the first of these plans is that there is little probability of either player, third or fourth hand, having much to say about any suit but the one named by the dealer if the second hand has all the tops in the three other suits.

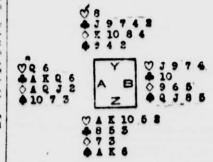
To meet this objection many players adopt a third method and call no trumps anyway, taking the chance that the fourth hand, will stop the suit before it goes far two spade tricks and the heart ace died. This set the contract for three tricks This set the contract for three tricks.

If A allows B to call no trumps he wins the game and rubber if Z leads the diamonds, because B makes the king. On finding the clubs will not drop, if B is a careful player he will have kept the queen until he found this out, and will shift to the small heart, finessing the queen. Then the acc drops the king and four hearts make. This wins the game.

If Z opens the hand correctly, with the spades, as he would know B had his diamonds stopped, he establishes the spade ten for an entry card in Y's hand. This set the contract for three tricks

If A allows B to call no trumps he wins the game and rubber if Z leads the

sult it is much easier for the fourth hand to read the object of an overcall by the second hand. Take this case:



Z dealt and bid a heart. A cannot stop Z dealt and bid a heart. A cannot stop the suit, but if B has even three to the jack or four to the ten they stop it between them. To invite the no trumper A calls two diamonds. With the idea of showing that he had no hearts but could stop the diamonds Y doubled. This made it more clear to B that A's hand must be strong outside diamonds but weak in hearts, so he bid two no trumps. Had hearts, so he bid two no trumps. Had B not made the bid Z would have done so, because his own four tricks two dia-monds from Y and a trick anywhere else.

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CHESS FOR PLAYER, LOYER AND STUDENT

Capablanca's Great Victory at Alechine. St. Petersburg Puts Him in Front Rank.

LASKER SHOULD PLAY HIM

Champion Ought to Give Cuban Chance Ahead of Rubinstein.

The Cuban champion, J. R. Capabianca, merged a winner of the preliminary in-

the contest concluded on Thurday, Yet the Russian is scheduled to meet Lasker in a match for the championship of the world next fall. Incidentally it may be mentioned that Lasker is negotiating at present to have four games of this battle present to have four games of this battle herewith appended: over the checkered board played in this Marshall.

As will be seen from the tables given below no fewer than twenty-five games were drawn in the St. Petersburg tournament, while thirty were ron outright. Capablanca won six of these games. Lasker and Tarrasch four each, Alechine, Marshall and Bernstein three each, Rubinstein, Blackburne and Janowski two each and Nienzowijsch one. Gunsberg did not be the company of the state of the and Niemzowitsch one. Gunsberg did not

win a game.

The table which follows shows the results of all the games played as well as the total number of points won and lost by each player:

	Capablanca.	Lasker.	Tarrasch.	Alechine.	Marshall.	Bernstein.	Rubinstein.	Niemzowitsch	Blackburne.	Janowski.	Gunsberg.	Total Won.
Capablanca		10	14	1	14	1	12	1	1	1	1	8
Lasker	12		12	19	12	0	1	12	1	1	1	6
Tarrasch	12	12		10	14	1	14	1	1	0	1	61
Alechine	0	1.2	12		1	10	1	12	19	1.9	1	6
Marshall.	1.0	10	1.9	0		1	12	14	1	1	12	0
Berr stein	0	1	0	10	0		12	14	12	1	1	5
Rubinstein.	10	0	10	0	16	12		10	16	1	1	5
Niemzowit'h	0	10	0	12	12	19	14		0	14	1	4
Blackburne.	0	0	0	12	0	12	10	1		0	1	31
Janowski	0	0	1	10	0	0	0	10	1	-	12	31
Gunsberg.	0	0	0	0	12	0	0	0	0	12	-	1
Total lost	2	314	312	4	4	5	5	6	610	610	9	55

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | T'al | (e) Black seemingly does not know how to wish the game. (f) Of course White has to adopt the "watch full waiting" factics. (g) White now decided to undertake someting the game. (h) White now decided to undertake someting the game of the game. (h) White has greatly improved his position. (h) White has greatly improved his pos 1 1 2 7 0 5 0 1 2 0 5 0 16 19 19 0 19 1 0 .. 19 19 4 Total number of games.

As was stated in The Sun on Priday morning, Capablanca, Lasker, Tarrasch, Alechine and Marshall will begin a double round tournament this week, the totals registered by each man in the preliminary tournament to be added to those made in the quintangular tournament, and the five prizes distributed according to the final

Fig. 1. Also, so the suit is much easier for the fourth and the parties of the suit is much easier for the fourth and the parties of the major suit is much easier for the fourth with the cracks to solve. Is No. 274 a dual, in the parties of the major suit is much easier for the fourth with the cracks to solve. Is No. 274 a dual, in the parties of the major suit is much easier for the fourth with the suit is much easier for the fourth with the suit is much easier for the fourth with the major suit is much easier for the fourth with the major suit is much easier for the fourth suit is much easier the kinds and suit and throw, suar was mich the sale for the clubs will not drop, if B is a careful player he will have keet the guit and throw, so that the clubs will not drop, if B is a careful player he will have keet the most inding the clubs will no

White 1 P-O4 P 2 P-QB4 P 3 Kt-QB3 K 4 B-K15a B 5 P-K3 Q 6 Kt-B3 C 7 R-B C 8 P-QB3 P 9 BxP F 10 PxP K White, 17 Rxkt | 18 Q - B5c | 19 QxQ | 19 QxQ | 19 QxQ | 12 R - Q4 R 21 R - Q4 R 22 RxRch | h Black.
P - Q4
P - K2
Kt - KB3
H - K2
QKt - Q2
Crattes
R - K5
PxP
P - B4
KtxP 21 R QX cn RX 22 RX ch K - H2 23 Kt - Q4 K - H2 24 F - H3 K - K2 25 R - Kt 8 K - Q3 26 K - H2 R - H3 27 R - QX ch K - R2 28 R - KR 8 R - H6d 29 RX P K - H2 30 R - R8 R - Q2 31 R - QX ch K - K2 32 R - KK 8 K - K2 32 R - KK 8 K - B2 Drawn 15 Q Q Q 1 16 KR Q QUEEN'S GAMBIT DECLINED.

QUEEN'S GAMBIT DECLINED.

(a) The Pillsbury form of attack.

(b) Show ther played against Pillsbury.
P=33, which is cor sidered the soundest defence.
The game then proceeded 8.8—84, PAP, 9. HARP,
Kt—Q4, 10. B—KK13, QKt—K13; 11. B—Q3, K1X-K1;
12. PAK1, P—QB1, etc.

(c) If is PAR, then 19. QXQ, RXQ; 20. R—Q8 ch;
and mate follows.

(d) 'in the vain hope of capturing the QRP, for
which however, there we son time 28. P—R3

(d) 'in the vain hope of capturing the QRP, for
which however, there we son time 28. P—R3

(d) 'Il ave sault in the rook more effectually

(f) Black cannot allow white to capture the
KKtr, because then the passed pawn on the
KR file would have won. So his only course
was to play for a draw.

not require the mere statement of the solution may the demonstration that the solution must be correct.

An electrician was employed to run a wire up the inside of a round tower, conceiling it under the lower side of the ceiling of the winding stairs where they joined the wall. From where the wire intered at the bottom to where it came out at he top there were twelve complete turns of the stairs, with fourteen discussion has a sum of the tower from wall to wall, against which the wire lay, being cleft feet.

When the workman on the stairs, with fourteen should be a game hand at no trumps if has another from the stairs with fourteen of the tower from wall to wall, against when the work from wall to wall, against which the wire lay, being cleft feet.

When the workman on the stairs with fourteen should be a game hand at no trumps if has another from and led the ten of spades when y discreted the small spade, lead then the place right on and led the ten of spades are life, and the stairs with fourteen discovered to the stairs with fourteen should be a game hand at no trumps if has another trick anywhere. The difficulty is for A to indicate that what should be a game hand at no trumps if has another trick anywhere. The difficulty is for A to indicate that what should be a game hand at no trumps if has another trick anywhere. The difficulty is for A to indicate that what he had counted the stairs and the wants is a no trumper and not should be a game hand at no trumps.

When Z led another diamond the king won the jacks, Y led the ten and A led the leads. Y led the ten and A led the leads and the stairs with a led to the stairs with a led to the stairs. With fourteen districts and the stairs with a led to the stairs with a led to the stairs. With fourteen districts and the stairs with a led to the stairs with a led to the stairs. With fourteen districts and the stairs with a led to the stairs with a led to the stairs. With the leads to the stairs with a led to the stairs with a led to the stairs with a led to the sta

by each competitor from round to round (c) Black with a pawn to the good has a splendid position and should win the game.
(d) Not a good move, for it drives the knight to an attacking square.

[1] 2 3 4 5 6 7 8 9 10 11 Tal the game.
(e) Black seemingly does not know how to wis the game.

PROBLEM NO. 461. BY J. MOELLER.

Black-4 Pieces

White-9 Pieces White to play and mate in three moves PROBLEM NO. 462. BY R. LEOPOLD



White to play and mate in tw SOLUTION TO PROBLEM 1. B-Q8, B-H5; 2. B-K; 4. 1. B-Q, B-H3; 2. K; 4. 1. B-Q8, B-H2; 2. K; 4. 1. B-Q8, B-B; 2. K; 4. 1. B-Q8, B-B; 2. K-Q3, 4. 1. B-Q8, B-B; 2. K-Q3, 4. SOLUTION TO PROBLEM 1. B-Q5, &c. received from James Rotes of Pa. Charles O'Connor, Mantace Charles O'Connor, Mantace Charles Villing, Fhiladelphia i Barrett Brooklyn, N. Y. John Guser, W. Brooklyn, N. Y. John Guser, W. Ken, N. J. William Runk Ross, J. James F. Court, New York B. Arkins, New York City, Jones Paterson, N. J., William J. Repburn, R. L. Carrett solutions received to No. Additional correct solutions | Nos. 457 and 458 from S. M. We tanpeck, N. J., Prof. N. L. Fer lyn, N. Y. Mass.
Additional correct solutions 18.
No. 458 from John Guyer, West
N. J. (this solver claims a solution 466 by 1, Q—QK(4); William Masoliyn, N. Y.; Louis B. Schlier,
Mass.